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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [dblancey1](#) on Mon, 05 May 2014 16:44:28 GMT

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danpaul88 wrote on Mon, 05 May 2014 03:43 You still cause the killed event to be possibly called multiple times, which breaks the life cycle of the object. Whilst most scripts won't care about this some will and could crash the server.

What you are worried about is already possible with the current scripts. We are looking for a client side fix here. I have proven that it works. There are so many ways to crash a server already with plugins. This isn't one of them from my experience. I don't see how this would make a crash anymore likely especially since this is entirely client side, and has nothing to do with the server at all. The servers behavior with this patch does not change at all. It behaves exactly the same. The servers technically don't even need the patch at all.

This was already possible server side as explained. If a script has an issue with it then don't run building restores on the server. Problem solved. Given that though, I have yet to come across a script that has an issue with it.

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